1. Game features
   1. Main game: the binding of isaac
   2. “Bind” with atom to gain powers!!!
   3. Kill enemies
   4. Beat all the floors/levels
2. Theme
   1. Berkeley
   2. Underdog cs kid who wants to declare
   3. Health bar is out of 4: it’s the GPA
   4. Game is won by declaring CS and beating all the enemies and levels
   5. 3 levels: 3 classes to declare
      1. Cs61a, cs61b, cs70
      2. Denero 61a, hug 61b, satish rao 70
3. Atoms
   1. Implement now
      1. number/stat boost
         1. Shows up as text
      2. Weapons
         1. Ranged weapons
            1. One!!
         2. Vi gloves, stronger punches maybe?
         3. Assume we start off w punching
   2. Implement later (extras)
      1. Passive
4. Enemies
   1. Every level, the MC fights 1 professor
      1. Professor can shoot, normal enemies just run to MC and blow up
      2. Kamikaze cs projects
5. Levels
   1. Cs61a
      1. One professor, one project enemy
   2. Cs61b
      1. One more op professor, 3 project enemies
   3. Cs70
      1. A shitfest
      2. One super op professor, 10000 project enemies, physical barriers
   4. End screen
      1. Short convo
      2. “Congrats, you made it!”
      3. “Welcome to upper div hell!”
      4. Convo between you and daddy denero